Kenshi

Seek meaning within a blade

A Kenshi is a masterful fencer and scholar, seeking meaning both within and without. You may have attained mastery in a dojo, fencing school, or noble court. Blending the study of weaponry and philosophy, you seek to read the flow of battle, ending a conflict before it has the chance to begin.

Level 3: Like a Quill

You understand the intricate connection between one's mind and steel. You gain following benefits.

Discipline of Body. You gain proficiency with the longsword. For you, the longsword gains the Finesse property..

Discipline of Mind. Choose one Intelligence skill, one musical instrument, and one Gaming Set. You gain proficiency with Calligrapher's Supplies and chosen options.

Level 3: Leaf on the Wind

You learn to anticipate the actions of others and answer them with a perfectly timed strike.

When you take the Ready action to prepare a melee weapon attack against a creature you can see, you may choose a trigger involving that creature moving, making an attack, forcing another creature to make a saving throw, or another discernible Action, Bonus Action or Reaction, subject to the DM's approval.

When the trigger occurs, you can use your Reaction to make the readied attack against the triggering creature. Immediately before making the attack, you may draw a weapon and move up to half your Speed. This movement does not provoke Opportunity Attacks.

The attack qualifies for Sneak Attack even if you do not otherwise meet the normal requirements, though you can still deal Sneak Attack damage only once per turn.

If the attack hits, the target must succeed on a Constitution saving throw or the triggering action, Bonus Action, Reaction, or movement is wasted and has no effect. The save DC equals 8 + your Proficiency Bonus + your Dexterity modifier.

Level 9: Everflowing River

You add your Intelligence modifier to Initiative rolls. Additionaly, you gain the following Cunning Strike option.

Flowing Counter (Cost: 3d6). Immediately after using this Cunning Strike you gain one additional Reaction, which you can use before the start of your next turn. You can benefit from only one additional Reaction from this feature at a time.

Level 13: Mind and Body

Your physical and mental disciplines become inseparable, granting you following benefits.

Inner Peace. Whenever you make a Wisdom ability check or saving throw, you can use your Dexterity modifier in place of your Wisdom modifier.

Weather the Turmoil. Whenever you make a Strength ability check or saving throw, you can use your Intelligence modifier in place of your Strength modifier.

You choose which modifier to use each time.

Level 17: Thousand Autumns

Your awareness constantly expands beyond the present moment. Once on each of your turns, you can prepare a melee weapon attack using your Leaf on the Wind feature without taking the Ready action. You can have only one such prepared attack at a time.

When the chosen trigger occurs, you can use your Reaction to make the attack as normal.

ART:BREATH-ART